

In the Claims:

1. (Currently Amended) A method of providing information on a client, the method comprising:

receiving on the client a client application, the client application requiring a plurality of resources to execute;

determining by the client a subset of the resources that the client application requires,
each of the resources having a version;

retrieving the subset of the resources by version; and

performing the client application with the subset of resources to provide information.

2. (Original) The method of claim 1 wherein the resources include assets, asset bags, scenes, audio files, or graphics files.

3. (Original) The method of claim 1 wherein the client application is an interactive application.

4. (Original) The method of claim 1 wherein retrieving includes retrieving the subset of assets from a peer client.

5. (Original) The method of claim 1 wherein retrieving includes retrieving the subset of assets from an application server.

6. (Original) The method of claim 1 wherein retrieving includes the steps of:
requesting the subset of resources from one or more peer clients;
determining a second subset of resources as the subset of resources that were not received from the one or more peer clients; and
requesting the second subset of resources from the application server.
7. (Currently Amended) A method of providing an interactive application on a client, the method comprising:
receiving from an application server a client application and a scene, the scene defining the interaction between ~~one or more~~ a plurality of objects simultaneously presented to a user and the client application being configured to interpret and execute the scene;
determining a subset of the resources that the client application requires to perform the scene;
using the subset of resources on the client if the subset is available on the client;
loading the subset of resources from a second client if the subset is available on the second client; and
loading the subset of resources from the application server to the client if the subset is not available on the client or the second client.
8. (Original) The method of claim 7 wherein the client application is an interactive application.
9. (Original) The method of claim 7 wherein determining is performed by traversing an activity graph.

10. (Original) The method of claim 7 wherein the resources include assets, asset bags, scenes, graphics files, or audio files.

11-14. (Canceled)

15. (Currently Amended) A method of performing a client application on a client, the method comprising:

defining a list of activities that the client application may be required to perform after a current activity, the list of activities requiring one or more resources and being dependent upon a user interaction;

determining whether the client has the resources available; and

fetching the resources if the client does not have the resources available.

16. (Original) The method of claim 15 wherein the resources include assets, asset bags, or scenes.

17. (Original) The method of claim 15 wherein the step of fetching is performed by requesting the resources from an application server.

18. (Original) The method of claim 15 wherein the step of fetching is performed by requesting the resources from one or more peer clients.

19. (Original) The methods of claim 15 wherein the client application is an interactive application.

20-24. (Canceled)

25. (Currently Amended) A computer program product for providing information, the computer program product having a medium with a computer program embodied thereon, the computer program comprising:

computer program code for receiving a client application, the client application requiring a plurality of resources to execute;

computer program code for determining a subset of the resources that the client application requires, each of the resources having a version;

computer program code for retrieving the subset of the resources by version; and

computer program code for performing the client application with the subset of resources to provide information.

26. (Original) The computer program product of claim 25 wherein the resources include assets, asset bags, scenes, audio files, or graphics files.

27. (Original) The computer program product of claim 25 wherein the client application is an interactive application.

28. (Original) The computer program product of claim 25 wherein the computer program code for retrieving includes computer program code for retrieving the subset of assets from a peer client.

29. (Currently Amended) The computer program product of claim 25 wherein the computer program code for retrieving includes computer program code for retrieving the subset of assets from an application server.

30. (Original) The computer program product of claim 25 wherein the computer program code for retrieving includes:

computer program code for requesting the subset of resources from one or more peer clients;

computer program code for determining a second subset of resources as the subset of resources that were not received from the one or more peer clients; and

computer program code for requesting the second subset of resources from the application server.

31. (Currently Amended) A computer program product for providing an interactive application on a client, the computer program product having a medium with a computer program embodied thereon, the computer program comprising:

computer program code for receiving from an application server a client application and a scene, the scene defining the interaction between ~~one or more~~ a plurality of objects simultaneously presented to a user and the client application being configured to interpret and execute the scene;

computer program code for determining a subset of the resources that the client application requires to perform the scene;

computer program code for using the subset of resources on the client if the subset is available on the client;

computer program code for loading the subset of resources from a second client if the subset is available on the second client; and

computer program code for loading the subset of resources from the application server to the client if the subset is not available on the client or the second client.

32. (Original) The computer program product of claim 31 wherein the client application is an interactive application.

33. (Currently Amended) The computer program product of claim 31 wherein the computer program code for determining is performed by traversing an activity graph.

34. (Original) The computer program product of claim 31 wherein the resources include assets, asset bags, scenes, graphics files, or audio files.

35-38. (Canceled)

39. (Currently Amended) A computer program product for performing a client application on a client, the computer program product having a medium with a computer program embodied thereon, the computer program comprising:

computer program code for defining a list of activities that the client application may be required to perform after a current activity, the list of activities requiring one or more resources and being dependent upon a user interaction;

computer program code for determining whether the client has the resources available;
and

computer program code for fetching the resources if the client does not have the resources available.

40. (Original) The computer program product of claim 39 wherein the resources include assets, asset bags, or scenes.

41. (Original) The computer program product of claim 39 wherein the computer program code for fetching is performed by requesting the resources from an application server.

42. (Currently Amended) The computer program product of claim 39 wherein the computer program code for fetching is performed by requesting the resources from one or more peer clients.

43. (Original) The computer program product of claim 39 wherein the client application is an interactive application.

44-48. (Canceled)